CREATH CARTER
2D, 3D Technical Artist

Greenfield MA
www.creathcarter.com

EXPERIENCE

> Penn Game Studios | Jan2024 - June2025 | Tech Art Manager

Multiple titles – Slot, Kiosk, and Table games

- Defined visual development pipeline.

- Tracked asset production through all stages.

- Set and maintained standards to unify multiple practices, technologies, and workflows.

- Developed outsource pipeline and managed multiple external studio relationships for content creation.

- Performed legacy project migration to improved technology platforms, including implementation of art assets, shaders, animations, and UI for multiple slots, table, and kiosk games.

- Provided guidance on Tech Art practice and workflow.

> StudioArtician LLC | 2017 - Present | Principal Developer, Technical Artist

Independently owned work-for-hire development studio specializing in interactive media.

- Serves many clients in the entertainment and academic space, including HitPoint studios, Harvard Egyptology Dept, MIT Museum, Knowledge Matters, and IMVU.

- Managed team of 3-4 artists to support clients' art content needs or full application development.

- Project information listed under TogetherLabs, IMVU, HitPoint, Knowledge Matters client sections below.

> Together Labs | Aug 2021 - Aug 2023 | Environment Artist

"WithMe" | 2021 – 2023 | Mobile, Online

- Modeled, textured, and integrated hundreds of props across a variety of biome themes.

- Developed initial offering of cosmetic and modular User-Generated Content library assets

- Supported engine migration from Unreal 4.x - 5.2 amidst release and post-launch.

- Maintained updates for Seasons in live service with new visual and gameplay experiences, multiplayer escape rooms and holiday themes.

> IMVU | 2020 - 2021

"EGO" – Mobile, Online

- Owned the conceptualization-to-delivery of realtime cutscenes, including characters, environments, and VFX, including narrative, storyboarding, animation and engine integration.

- Concepted, developed, and integrated a variety of contemporary environments for multiplayer experiences on a multiplayer mobile platform in Godot.

- Contributed to gameplay direction, puzzle/scenario design, technical implementation and general design consultation.

> HitPoint Studios | 2020

"Bubble Planet" - Mobile/Mixed Reality (MR), Prototype Hand-off

-Worked closely with Art Director for visual development and technical solutions

- Contributed to Game design, development and technical integration of wide-area geographical, interactive 3D, MR puzzle experience utilizing Niantic Research for MR's tech stack and consultation.

> IMVU | 2019 - 2020 | Mobile, Online
"IMVU Next" – Mobile, Online, Prototype Hand-off

- Adapted existing character models to 3DS Max CAT system, and created character motion suites with Mixamo content and custom animation support.
- Owned the conceptualization-to-delivery of realtime cutscenes, including characters, environments, and VFX, not limited to writing, storyboarding, animating and engine integration.
- Concepted, developed and integrated a variety of contemporary environments for multiplayer experience. Assisted with general gameplay direction, puzzle/scenario design, technical implementation and general design consultation.

> Knowledge Matters | Feb 2014 – Present | Lead 3D Artist
"Virtual Business Suite" College, Highschool and Corporate – Desktop, Bespoke, Online

- Lead team of 2-3 artists to develop character and environment asset library for ongoing, multi-generational educational product line targeting highschool and college level academia, management and business training.
- Designed modular character and clothing system. Modeled, rigged, textured, and animated, 3D characters with hundreds of unique visual combinations. Produced pre-rendered isometric character sprite sheets for custom Java/web-based company platform.
- Modeled, textured, animated, and produced dozens of building interiors, exteriors, city views, and hundreds of objects for randomly-generated, modular environment construction.
- Developed branding and style guides for fictional entities within the simulated educational environment.
- Designed and created UI, UX, and other 2D graphical elements.
- Provided consultation for technology updates, engine improvements, and migration of content from pre-rendered sprites to a real-time 3D environment.
- Ported library of simulation content and organization of multiple asset databases.
- Provided above design and content development across the following products: VB Dental Assistant, VB Fashion, VB Hotel, VB Restaurant, VB Entrepreneurship, VB Management, VB Retailing, ACE Hardware, Corporate Training, Hotel Marriott Corporate Training, and VB Medical.

> HitPoint Studios | Aug 2017 - Apr 2021 | Technical Artist, Designer, Generalist
"Civil War MR Project" | 2019 | Mobile, MR, Geofenced

- Modeled historical Civil War items from photographic and photogrammetric sources for real-time MR environment.
- Developed in collaboration with Niantic Research for MR. Deployed on-site for S.Carolinian civil war historical battlefield.

"Disney's Magic Timer" | 2019 | Mobile, MR

- Modeled and animated multiple 3D Disney/Star Wars and Pixar characters for interactive MR experience.

"Barstool MR Project" | 2018 - 2019 | Mobile, MR, Geofenced

- Assisted in the design and development of a tabletop sports title for MGM Grand Hotel in Las Vegas.
- Developed 3 MR sports titles for Baseball, Basketball, and Football. Created environments, assets, VFX, UI, and integrated via ARKit/ARCore in Unity.

"Color BlastAR" | 2018 | Mobile, MR

- Managed art, animation, and VFX for rebranded Crayola Color Blaster.
- Developed and animated additional characters for Season updates over live-service rerelease.
- Migrated from Tango AR platform to ARKit/ARCore on AR-supporting Android and iOS devices.

"Kody Kapow Village Defender" | 2017 | Mobile, MR

- Provided game design, environment creation, additional character animation, VFX, and technical integration of all 3D content.
- Assisted Lead Artist in maintaining brand visual style accurate to source material.
- Managed outsourcing and provided direction of Animation and Character development.

> HitPoint Studios | Jul 2013 - Jun 2017 | Artist, Tech/VFX/UI Art Manager
> *"Crayola Color Blaster"* | 2016 | Mobile, MR

- Developed first-generation MR title for Tango hardware platform.
- Adapted classic Crayola characters and designs to realtime 3D format. Modeled, animated, and integrated 16 characters for base game, including environment objects and VFX.
- Managed outsource studio for core content creation, provided direction to additional remote artists and animators for visual and animation direction, asset optimization, and brand accuracy.

> *"InFiction"* | 2015 | Mobile, canceled

- Provided consultation for implementation of PlayMaker visual scripting toolset for gameplay scripting.

> *"HellMarys"* | 2015 | Mobile

- Created and implemented VFX for gameplay and UI.

> *"Monster Launcher"* | 2015 | Mobile

- Converted DeNa's Monster Match to 3D Action Puzzle Game.
- Animated, and integrated gameplay VFX.
- Integrated gameplay UI flow, and UI visual content.

> *"iAmFam/My Little Dreamhome"* | 2014 - 2016 | Mobile, Web

- Maintained monthly content updates for iAmFam web client.
- Assisted in Unity game port content conversion.

> *"Disney's Fairies"* | 2014 | Mobile, Web

- Modeled, textured and rendered 3D Models for HOG gameplay objects.

> *"Seaside Hideaway"* | 2014 | Mobile, Web

- Modeled, textured and rendered 3D Models for HOG gameplay objects across several releases.

> *"Bejeweled"* | 2013 | Mobile

- Assisted in UI format conversion for the classic puzzle game ported to various mobile devices.

> PB 'n Games Inc. | Jun 2013 - Jun 2015 | Co-Founder, Principal Developer, Artist Studio of 8
educational developers creating "Jade's" franchise for young children's education.

> *"Jade's Ups and Downs"* | 2013 | Mobile, Web

- Developed mobile and web-based interactive narrative using the Unity game engine and PlayMaker.
- Responsible for concept, design, animation, art content, and implementation, all programming, and platform releases.

> *"Jade's Alpha-Blast"* | 2014 | Mobile, Web

- Responsible for concept, design, creation, animation, and implementation of visual gameplay content, all programming, and platform releases.

> Turbine/Warner Bros. | Staff World Builder

"Lord of the Rings Online" | Desktop PC, Online
- Concepted, designed and constructed large gameplay spaces adapted from JRR Tolkien source material for Lord of the Rings Online MMO.
- Responsible for art/environment content for Mines of Moria, Southern Mirkwood, and Enedwaith regions.

"Asheron's Call" | Desktop PC, Online
- Created environment and character art content
- Assembled large gameplay spaces and modified existing ones for MMO legacy experiences.

> inXile Entertainment | Environment Artist, Environment Designer

"Heist" | PC, Console, canceled
- Researched and designed game-scale recreation of 1970's San Francisco Bay Area.
- Modeled, textured, and integrated props, structures, and landmarks for open-world environment.
- Authored shader networks and integrated VFX for action sequences.

> Electronic Arts | Cinematic Artist

"The Godfather" | Console
- Used in-house tools to process and integrate mocap data for real-time cutscenes.
- Provided rigging support for environment art assets, props, and characters.
- Created models and textures for variety of props, backgrounds, and cinematic assets.
- Assisted with physics and VFX setup and implementation for Renderware dev platform.

EDUCATION

> University of Silicon Valley | Bachelor of Arts

Bachelor of Arts, Computer/Video Imaging, Game and Interactive Media Design

> Gnomon School of Visual Effects | Supplemental Education
- Regular attendee of Gnomon lectures and day-camps for Visual Effects in Film and Games. - Built or reinforced catalog of technical skills for variety of software packages, disciplinary techniques for digital art and workflow, with focus on process for creature, character, and environment concept development.

EXTRA CURRICULAR

> Pioneer Valley Game Developers | Organizer

Arts, Culture, and Community Growth
- Organizing monthly meetups in the Pioneer Valley of Western Massachusetts for a community of over 300 professionals, independent developers, and students.
- Coordinate with guest-speakers for presentations on various development practices.
- Manage professional lectures, game demo nights, student outreach, annual local and global game jams, and networking events.

> Boston Gamedev Week | Roundtable Host

Arts, Culture, and Community Growth
- Acted as roundtable chaperone of discussions on AI development in the game development space.

> Game Developer Conference | Conference Associate Organizer
- Participated in the ground-floor operations for the Game Developers Conference at both San Jose and San Francisco locations.
- Responsibilities included floor patrols for support, service and security, event and schedule organization and management.

> Tiny Mass Games | Participating Developer
Arts, Culture, and Community Growth
- Participant in quarterly small-project development for state-wide small games initiative.
- Provided art support and mentoring to developers of all ages and experience levels.

SKILLS

Domain Knowledge	Software Fluency
Full VisDev Pipeline	Unreal
Character Anatomy	Unity
Character Design	Godot
Rigging	Cocos Creator
Animation	3DS Max
Environment Design	Maya
Visual Effects (VFX)	Blender
Technical Art	Zbrush
Engine Integration	Nomad
State Machines	Photoshop
Visual Programming	Procreate
	World Machine
	Gaea
	Marmoset
	PlayMaker
	DaVinci Resolve
	All Software Management Suites